

Even if you can't, your Amiga can speak many languages. We look at some script languages on pages 2 and 7.



Script Languages

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note: NO AUG MEETING for the month of April!!!

AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at: **527 1995**

Membership

Membership of the Amiga Users Group is available for an annual fee of \$30. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$30 to the address above.

Disk and Book Library

AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain library are available for \$2 each on your own disks or for \$4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. MVB Croydon and Computer Magic Moonee Ponds offer good deals while Maxwells of Abbotsford offer 10% off all software.

The Bulletin Boards

The AUG operates two bulletin boards devoted to the Amiga. Both can be accessed 24 hours a day with a modem and appropriate communications software using the following speeds: Parameters should be set to 8 data bits, 1 stop bit and no parity.

AmigaLink-I: 792-3918

v21. - 300 v22. - 1200 v22bis. -2400
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Club Events

Sunday Apr 19- NO AUG meeting
Tuesday Apr 20- ART S.I.G.
Monday Apr 27- NWAUG meeting
Tuesday Apr 28- SEAUG meeting
Monday Apr 11- NWAUG meeting
Tuesday May 9- SEAUG meeting
Sunday May 17- Holmesglen meeting

An entry fee is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Back issues are also available at meetings.

Workbench Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Link-1 or Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the last wednesday of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to available space. Contact the Editor for rates and conditions.

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Workbench	- Ashley Schwall-Kearney	754 5445

A.U.G. Help-Network

Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact Lester McClure - 803 5664. They are not listed in any order or priority. Please **keep contacts to reasonable hours** (6 - 9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

Introduction to the Amiga / Prowrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga; A/C & AMOS Basics	Bill Jordan	- 417 3521
C(Introductory), Professional Page	Mal Woods	- 888 8129
C (Advanced)-AZTEC	Andrew Gelme	- 645 1744
C (Advanced)-LATTICE, TeX	Eric Salter	- 853 8857
Amiga Art, Music	Norm Christian	- 798 6552
Music, Audio Sampling, MIDI	Neil Rutledge	- 578 5724
Beginners Help Line	Russ Lorback	- 802 9333
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Graphic Arts - DPaint, Sculpt, etc	Joe Santamaria	- 383 3509
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AMIGA Users Group Inc.

P.O. Box 684E, Melbourne 3001, Victoria, Australia.

Dear Member,

This letter is to inform you of recent developments within the Amiga Users Group that the committee feels should be brought to your attention.

Over the last 4 to 6 months there has been a continuing reduction in the number of members renewing their membership to AUG when due. This is beginning to have an impact on the finances of the group and appears to be consistent with other clubs and societies - perhaps a sign of the current hard times. Increasing the annual membership fee to \$30 has helped, but as expected, may also contribute to the decline in renewals.

As a consequence of this reduction in available funds the AUG committee has made a number of decisions which will reduce the operating costs of the group and assure it's survival until such time as membership stabilizes. The most significant changes are as follows

CLUB MEETINGS

The existing regular club meetings each month for AUG and every 2 weeks for NWAUG and SEAUG will continue as these are the centre of club activities and for many members our primary reason for existence. At this stage, AUG is committed to holding Sunday meetings at Holmesglen Conference Centre for May, June, July and August. Beyond that a cheaper venue may have to be found. The existing meeting rooms for NWAUG and SEAUG are well within the finances of the group.

VIDEO PROJECTOR

The projector fund established to finance the purchase of a display unit has raised only a limited amount through the membership levy however other fund raising efforts (particularly at NWAUG) have increased the total to \$700 so far.

The AUG committee was recently presented with an opportunity to purchase a suitable second-hand BARCO video projector at a very good (\$2000) price. It has been thoroughly checked out and following trials at NWAUG meetings a decision was made to purchase this unit now with the balance being advanced from general AUG funds, to be repaid through collection of \$3 member levies and specific fund raising events to be decided.

AMIGA WORKBENCH

The monthly club newsletter/magazine has improved significantly through the efforts of the editorial group and the valued contributions of members, it is now quite a professional publication. It is however, still the most costly activity within AUG and there appears to be limits to how costs can be offset through advertising. The cost to post the newsletter to members each month is also considerable. Very little can be saved by reducing the size of the newsletter or changing the format so it is with regret that the committee has decided that unless club finances improve Amiga Workbench will be produced bi-monthly. i.e. every second month beginning with the May/June edition.

The committee has taken steps to survey previous members of AUG to determine reasons for deciding not to renew. If you as a member of AUG wish to comment on the club's operation or how our finances could be improved please write to us.

Thank you.

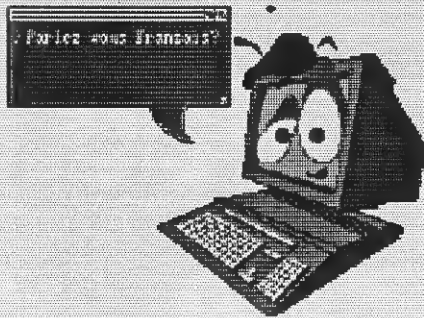
The Committee,
Amiga Users Group,
April 1992.



Workbench

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April 1992



Cover illustration by Rod Clifton

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Amiga 500
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HP Laser printer

Software

Pagestream 2.1

Printers

KwikKopy Highett

Handy Tools...

Over the past couple of weeks I have been "battling the bureaucrats". The Planning authority in my area had proposed regulations that would prohibit me from rebuilding my house if it were destroyed by fire or falling tree or any other reason. I figured that would make my house worth close to nothing, and there was no talk of compensation. I set about doing all I could to have this proposal rejected. I wrote to just about everybody and every department I could think of. I made proposals for the Residents group that was formed to "keep the bastards honest". My Amiga and printer were in constant use and made the task achievable. All those hours spent "piddling" with computers paid a dividend when My Amiga and I must have seemed like an Army of protesters. In the end the regulation was rejected and throughout I was very glad to have such powerful tools as my Amiga, Printer & Word Processor at hand.

Because I was occupied elsewhere Jim Berry, in addition to his sterling effort as Layout designer of Workbench, took over the editorial role to boot. Thanks Jim.

There will be no AUG or Music SIG meeting in May as they would have fallen during the Easter break. North West AUG, South East AUG and the Art SIG will meet as usual. Dates are listed on the opposite page.

AUG now has its own projector! Its a second hand Barco unit that cost \$2000. The projector fund had \$1200 in it so the rest of the money is being loaned by NWAUG and AUG, so the Projector Levy will remain for a while yet. The projector is available to any AUG group on the condition that whoever borrows it must have a training course on how to run it. For more information call George Wahr.

This months print masters were printed on Neville Sleep's HP Laser printer. Thanks Neville.

It nearly slipped by us all, AUG is six years old this month.

Ashley

Not one, not Two, but Three!

(script languages for the Amiga)

by Richard England

ONE ADVANTAGE of the Amiga is that the user has the choice of controlling it via the user-friendly Intuition WIMP interface (as with the Macintosh), or by the less-friendly but more powerful CLI AmigaDOS interface (as with MS-DOS computers).

Scripts store complex series of user actions so they can be used to perform repetitive tasks (the best known example is the s:startup-sequence on the *Workbench* disk, which is executed every time the Amiga is turned on or reset). You will have noticed times when you are performing the same series of CLI commands or mouse actions over and over again. It is then that a script can be used to automate this process, and minor variations can be provided for in the parameters or arguments of the script.

With the release of *Scriptit*, the Amiga now sports three different kinds of script languages, including *AmigaDOS* and *ARexx*. Rather than representing alternatives, these script languages are actually complementary, and can be used together in EXTREMELY powerful combinations.

This article provides a brief overview of the three, and as examples, a few brief scripts that I have devised for my own use. It seems we are only beginning to scratch the surface of the possibilities of scripts, although much is promised, particularly for *ARexx*.

The most powerful implementation of the *AmigaDOS* script language is the *AmigaDOS Replacement Project (ARP) AShell*, and it is the *AShell* which will be described here. There are also some

other *AmigaDOS* replacements based on powerful UNIX shells, including Matt Dillon's *CSh* shell (based on the UNIX *CShell*) and Steve Koren's *SKsh* (based on the *KShell*). Both are found on the Fish disks.

ARP and *Scriptit* are public domain and can be found on the Fred Fish disks and on Bulletin Boards. *ARexx* is a commercial program but it is included with version 2.0 of the Amiga operating system. More and more programs for the Amiga are being released with some kind of *ARexx* interface.

Articles in the latest computer journals are waxing enthusiastic about *Rexx* for *OS/2*, *AppleEvents Interapplication Communication* in the yet-to-be-released *Macintosh System 7*, and *Bridge for Windows 3*. Meanwhile the Amiga has had true pre-emptive multitasking since 1985 (*Windows 3* and *Macintosh System 7* are still just clever kludges), *Rexx* since 1987 with more features than the original mainframe version, and *Scriptit* since 1989.

AShell

The *AmigaDOS Replacement Project* is a voluntary public domain project to provide improved replacements for all the *AmigaDOS* commands (i.e. those commands called from the CLI and found in the sys:c drawer). The *ARP* programs are smaller and faster (because they're written in Assembly language rather than C) and provide all the functionality of the *AmigaDOS* commands with many powerful extras. For these

reasons, I find it incomprehensible that anyone who uses the CLI would avoid changing to *ARP*, and that Commodore have decided not to support *ARP* and make it standard.

ARP version 1.3 comes with a replacement for the *AmigaDOS* shell (*shell-seg* on *Workbench 1.3*) called *AShell*. It can be used with the *AmigaDOS* CON: replacement *NEWCON:*, but works best when used with the public domain CON: replacement *Conman* (you thought it was just our ex-editor didn't you). *AShell* and *Conman* (with their supporting handlers) take up about the same disk space as *shell-seg* and *NEWCON:* but are much more powerful.

AShell supports all the features of *shell-seg* including aliases (user defined abbreviations for commonly-typed CLI statements), auto-executing batch files (running scripts or batch files by name without having to precede with "execute"), prompt enhancements (showing additional user-defined information in the CLI prompt e.g. the current directory as well as the standard "1>"), resident programs (programs which stay in memory for repeated use, saving reloading), and environment variables (user-defined variables that are available to all CLI programs, commonly used to specify various user preferences that can be checked by running programs). ►



Illustration by Rod Clifton

Richard is a Child Psychiatrist whose main computer interests are computer languages and tools.

All of the control commands (if, else, etc.) are built-in which speeds up script execution. *Ashell* provides pipes, meaning that the output from one command can be fed as the input to another program, the second program often acting as a search or sort e.g. `list | sort`. *Ashell* also provides command substitution, so that the output of a command can actually be substituted for it in a CLI statement e.g. `echo "the date is $(date)"`

The *Ashell* documentation provides many examples of powerful and useful combinations of these features. *Ashell* clearly owes some of its powerful features to the UNIX *CShell*.

Recently I have been using version 5+ of *Csh*, which is even more powerful. It deserves its own review, but an example of a useful feature is its object-oriented facility. A configuration script file tells *Csh* a list of file types and standard actions that can be performed on them; an example: under *Csh* you can type at the CLI "edit myfile" and *Csh* will examine myfile to see if it is text, IFF graphic, etc etc and invoke the relevant editor in your configuration (e.g. *Ced*, *DPaint*, etc). The configuration file specifies all the different actions you devise e.g. edit, view, extr, etc.

ARexx

ARexx can be used as a sophisticated macro language similar to *Ashell* (although even more powerful) but its real strength is in inter-program communication through message ports. Message ports are like named post boxes through which different programs can communicate with each other by sending messages. *ARexx* uses a particular type of message structure which means that programs that use the *ARexx* message structure can communicate directly without actually using the *ARexx* program.

ARexx essentially relies on traditional text input and output through the CLI shell but can be used to drive other programs that use the Amiga *Intuition* interface. Alternatively, you could use an authoring program such as *CanDo* to construct a WIMP front end for an *ARexx* program, or else use the *RexxArpLib* to set up *Intuition* structures for an *ARexx* program.

The *ARexx* system provides several possibilities:

1) An *ARexx* program can command other programs to do things automatically without requiring user input (e.g. to run a text editor such as *CygnusEd*, tell it to perform some search and replaces, save the file and quit).

2) Programs can call an *ARexx* program, even passing data or parameters to *ARexx* functions. The *ARexx* program can then reply to the calling program. This means that you can use *ARexx* to provide complex macros if your application's macro language is not powerful enough, or if the routine you want depends on conditions elsewhere in the system (e.g. *Prowrite 3* has a menu for user-defined macros and includes a sample macro which evaluates an equation typed into *Prowrite* and inserts the answer).

3) Programs can command other programs directly. Some examples are the authoring programs *AmigaVision*, *CanDo* and *UltraCard*, which can send and receive *ARexx* messages directly to or from other programs without using the *ARexx* interpreter.

ARexx provides sophisticated tracing and debugging facilities that make programming much more efficient and easy, and allow it to be used to develop the skeleton of a program that can later be translated into a faster compiled language. It includes several control structures and a large library of sophisticated file, string, and mathematical functions, and can be extended with external *ARexx* libraries (which are similar to *AmigaDOS* libraries but need some extensions).

ARexx comes with many example scripts, demonstrating the use of *ARexx* to script *AmigaDOS*, to perform manipulations on text files, and to drive other programs such as the *TxE*d text editor, the *VLT* terminal, and the *WShell* *AmigaDOS* shell. Despite the much-lauded potential of *ARexx* to customize and control several programs at once (e.g. to command and exchange data between text editor, database, terminal program, etc. etc!) there is still very little in the way of real examples. Can any readers supply some?

Scriptit

Scriptit is a command language devised to script the operation of the Amiga *Intuition* environment. It depends on the *Intuition* IDCMP (Intuition Direct Command Message Ports), which use different structures than *ARexx* ports but are an integral part of the Amiga system environment. *Scriptit* simulates the messages that *Intuition* sends to programs to let them know that windows, menus, icons, etc. are being manipulated. This means that complex macro sequences can be devised for programs that do not provide internal macro languages, by simulating sequences of mouse and keyboard input.

Scriptit's command set reflects the various messages that can be received through the IDCMP. These include commands to operate menus, gadgets, and icons. There are commands to print text to the calling CLI window and perform various console commands. There is a set of graphics commands to draw various basic shapes on a chosen window. There are commands to manipulate the position, size, and layer of screens and windows. There are integer and string variables, basic control constructs, and mathematical operators to provide conditional branches. *Scriptit* has a built-in file requester which can be called from scripts and that rivals the *ARP* file requester in power and ease of use. *Scriptit* can also be controlled through its *ARexx* port. *Scriptit* can be loaded in immediate mode so that statements can be typed in one by one for experimentation.

A number of support programs are included. *Lister* generates a list of screens, windows, menus, and gadgets. *Recorder* records a series of inputs and writes a *Scriptit* script that can be edited. *AutoScript* can convert a *Scriptit* script into an *AmigaDOS* script which can be run directly. *Scriptit* can compile scripts which then take up less space and can be run with *Xit*.

Scriptit comes with several impressive examples. *WBGFX.demo* draws some text and graphics directly on the *WorkBench* window. *CON.demo* opens a console window then displays various console tricks including changing text styles and scrolling. *WIN.demo* opens a ►

console window then resizes it in various ways and moves it around the screen. *Plot.script* opens a console window then plots a user-supplied mathematical function. There are also examples scripts that operate the *Access!* terminal program and the *QuarterBack* hard-disk backup program.

Combining macro languages

Several possibilities exist for making the most of macro languages by combining them.

AShell serves as the foundation for the others in the sense that it is the language of the CLI through which the others are called. Currently under *AShell*, *ARexx* scripts are activated by typing "rx scriptname", although the commercial *WShell* can call them directly by name (in the same way that *AShell* can directly call *AmigaDOS* scripts without using

Execute if the s bit is set). Hopefully the *ARP* programmers will add this enhancement to future versions of *AShell*.

A feature of *ARexx* is that it passes commands that it does not recognize back to its calling program, after it has evaluated expressions including variables. The more powerful *ARexx* control constructs, string processing, etc can be used to drive the lower-level *AmigaDOS* commands.

Similarly, *Script* scripts are called by typing "Script scriptname", and hopefully also, *AShell* will streamline this in future. *Script* can also send *AmigaDOS* commands by typing "run doscommandname" or "runback doscommandname". *Script* sequences can be activated in turn by a keyboard macro program that can send CLI commands (e.g. *ClockDJ* and *PopCLI*) or by an *ARexx* program communicating through *Script*'s *ARexx* port. ■

Some Small Examples

A. This is just a small example of a line I use under *AShell* in my startup-sequence to check if I have started my computer previously on the same day. If I haven't, then I run *Nag* as a reminder. If I already have, then I skip it.

```
[1] if not $(echo "$(list S:nag.config)" first 26 len 5) eq Today
[2]  c:setdate S:nag.config Today
[3]  c:runback sys:utilities/nag
[4] endif
```

Line [1] checks if the current date is the same as the datestamp on the file *S:nag.config*. The *echo* is necessary to strip out the date to compare with the stored date. If the dates are not the same, Line [2] then writes the current date to disk for future reference, and runs *Nag*. I would appreciate it if anyone can think of a more streamlined way to do this.

B. This example lets me close any window with a keyboard macro.

Some keyboard macro programs such as *Zing!* Keys have a window-closing macro but I didn't want to install it just for one lousy function, when I could already get the effect with my existing setup. This required:

- Script* to be running in resident mode
- The *ARexx* resident process to be running
- The *Mach* keyboard macro program to have a macro like this:

```
\Xrx "address XIT; s active; w close"
```

The *\X* runs an external program, in this case *rx* (which runs an *ARexx* program). *Rx* is running in immediate mode here, meaning that the program is being sent to it directly in its command line. The *ARexx* program addresses the *Script* *ARexx* message port, and passes the message to *Script* to select the currently active window and close it. I have written several similar macros which change the size or position of the active window or screen.

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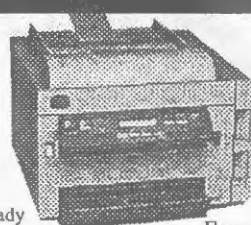
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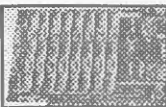
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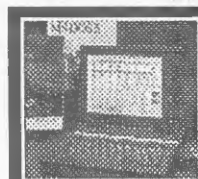


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E & OE



Scriptit - Beyond Intuition

by David Fong

HAVE YOU EVER wished a program could do a repetitive task automatically? Wondered whether a start-up sequence could not only start a program, but operate the program a little as well? Well, step right up, I have just the thing for you...

Scriptit 1.20 (Fish 288) was written by Khalid Aldoseri. *Scriptit* can simulate any keyboard or mouse action via a script. Non-programmers need not fret - *Scriptit* includes a 'recorder'. The recorder can automatically write a script to repeat whatever the user does. When the recorder-generated script is executed - presto! - the recording is 'played back', just as if the user is once again tapping keys and clicking mouse buttons. To help the programmer, 'recorder' generated scripts are automatically commented!

Of course, real power is not given, it is programmed. *Scriptit* boasts 32

bit integer variables, string variables and arrays. *Scriptit* provides a universally understandable WHILE...ENDWHILE, GOTO label, GOSUB label...RETURN, IF...ELSE...ENDIF command set. *Scriptit* also has a useful debugging (report) mode. At last, your BASIC programming experience may actually be useful!

Scriptit can operate on any program that uses 'standard' methods of detecting keypresses and mouse movement.

Scriptit can:

- Select gadgets and read their status
- Simulate mouse button clicks
- Select menu items
- Resize, drag, shuffle and close windows
- Read screen and window information
- Simulate keypresses and send graphics commands to windows

```
run fdemos3:turbomandel ;start turbomandel with a separate shell
wait 2750 ;wait a little
x fdemos2:visiplay fdemos2:samples/makemyday;play a sound sample
wait 8500 ;'x' is short for execute
SELECT SCREEN "TurboMandel V1.0";select turbomandel screen
SCREEN FRONT ;bring selected screen to front (a user
;may have brought, say, Workbench to front)
SELECTDOWN 7,61 l ;a lot of mouse movements
MOUSEMOVE 7,58 l ;and button pushing
SELECTUP 7,58
MOUSEMOVE 7,47 r
WAIT 49
MENU "Project","Quit";select item "Quit" from "Project" menu
WAIT 49 ;wait a little
SELECT SCREEN "TurboMandel V1.0";make sure we are on the
SCREEN FRONT ;correct screen
GADGETUP "Yes" 1,2,32,36 ;'Yes', I do want to quit
wait 50
```

- Send ANSI commands to text consoles e.g. line delete, style change
- Communicate with an Arexx port

- Control Workbench with 'XitLoadWB'

Scripts are useful whenever a complex set of tasks needs to be done, perhaps automatically and without user intervention. *Scriptit* is well suited for the job if:

- The program does not have its own script language.

- The prospect of learning a script language for each new program is daunting.

- One program is to control another, but the 'slave' program does not have an Arexx port.

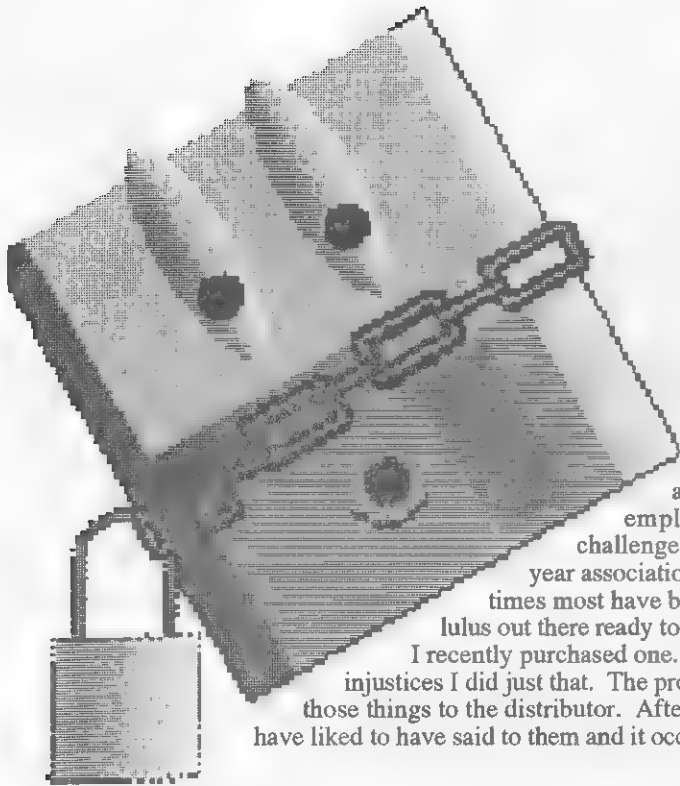
- You don't have Workbench 2.0 (which comes with Arexx).

Applications are varied, but I'll toss a few into the air. Textoid programs like the old version of 'Analyticalc' (perhaps the new version is as bad! Someone write a review please!) can, with appropriate programming, be given a menu and mouse driven interface. Programs like MED (a Soundtracker style music editor) can be ordered to automatically change songs at appropriate intervals for demonstration purposes. A demonstration I have running at Myer Melbourne uses *Scriptit* to change songs every eight minutes or so. If more memory and a more reliable hard drive was available at Myer, I'd operate a demonstration of 'Pagesetter II' and Mandelbrot generators (with MED in the background). 'Hotkeys' can be made more powerful if combined with *Scriptit*.

More informative than any of my ramblings would be some actual *Scriptit* code. Here is an example from a demonstration I wrote with the help of *Scriptit*'s recorder (which produced the 'CAPITALIZED' commands)...(see sidebar)

Some advice, try to space out commands to programs with 'Wait'. Sometimes programs seem too busy to take rapid commands from *Scriptit*, and subsequently fold up i.e. guru. I do not know if *Scriptit* is compatible with Kickstart 2.0. Other programs similar to *Scriptit* are available e.g. 'RexxIntuition' on Fish #463. I think the commercial 'Foundation' package can do *Scriptit*-like things as well. ■

Illustration by Rod Clifton



The Protection Racket

by Rudi Kovacs

WELL, THE OLD chestnut of piracy has been well and truly discussed in our recent editions of Workbench. Permit me to add my two bobs worth. Of the 3 million+ Amigas sold world wide I would estimate that probably 90% are used as games machines. There is something ironic in the fact that productivity software costing many hundreds of dollars is usually not protected and is HD installable, while mere games costing \$60-\$80 sometimes employ ridiculous copy protection schemes which are only a minor challenge to the crackers and inconvenience the legitimate user. Now in my 3 year association with AMI I have bought my fair share of games and while in recent times most have become user friendly and many are HD installable there are still some lulus out there ready to trap the unwary.

I recently purchased one. Since one should protest loudly and complain bitterly at the world's injustices I did just that. The problems I've described are all TRUE, however I did not actually say all those things to the distributor. After all it's hardly their fault. It is rather an example of what I WOULD have liked to have said to them and it occurred to me that it may make a (slightly humorous) story for our mag.

Dear Rob

Further to our recent telephone discussion concerning my purchase and subsequent problems with GREMLINS latest masterpiece "UTOPIA", I believe after the advice you gave me that I do probably have shonky disks and so have enclosed same for your evaluation. Now, for the long winded explanation (and gripes), so please bear with me.

As I have explained, both disks load and appear to run the game properly. However my disk drive light NEVER goes out even when nothing is happening on the screen. Further, at times the requestor asks to insert the (Scenario) disk in ANY drive and when I place this into df1: the same requestor reappears. On the first screen where you select options are two music icons for additional sound. When I click either one a message comes up saying that these are only available with memory expansion, suggesting that my machine hasn't got enough. Ami has 1meg chip + 2meg fast, one would expect that this would be sufficient. So from what I can gather the game should recognize external drives and detect additional memory. This does not appear to be the case with my disks.

Illustrations by
Nathan Mitchell

I hope that this is sufficient information for you and that you can supply me with a proper working version.

Finally let me say that if you happen to have correspondence with GREMLIN in the near future give them my regards and best wishes as well as some advice as to what they can do with their copy protection system.

Now I recognize that a company has every right to protect their product in any way they choose, but what about the rights of legitimate users to know exactly what they are actually getting. Even if the above problems are solved I suspect that I will still be left with the horrendous disk grinding and rattling that goes on when the game is loading/formatting/diskswapping etc etc. A warning on the packet like they have on cigarette boxes would be great. In this case the following would be appropriate.

WARNING: These two disks are not recognized as DOS disks by your system, so don't bother trying to make backup copies in case something goes wrong. When loading please wear earmuffs if you can't bear to hear your drive rattle and grind. Sometimes no external drives are recognized and your heads are constantly spinning. Only costs around \$82. We hope you enjoy our product.

Since one has to identify an item from the manual and enter the proper page number before the game will load it is sufficient testimony to the fact that GREMLIN recognized that the crackers out there will get by their copy protection. So why put legitimate users through all this disk rattling nonsense. Companies like Sierra, AD&D, and others support hard drives and allow backup copies of their disks, and wonder upon wonders, are still around and haven't gone broke.

If only I had known, no way would I have paid 80 cents for this product, let alone the \$82 it cost me.



GRRRRR!!

I guess there's one born every day. The old saying of "You never know what's at the bottom of the pickle barrel until you take the lid off" is certainly true in this case. I guess the old adage of NEVER buy software unless it specifically states on the box that it is hard disk installable is truer than ever.

Thank you again for your help and please feel free to pass on my comments to GREMLIN.

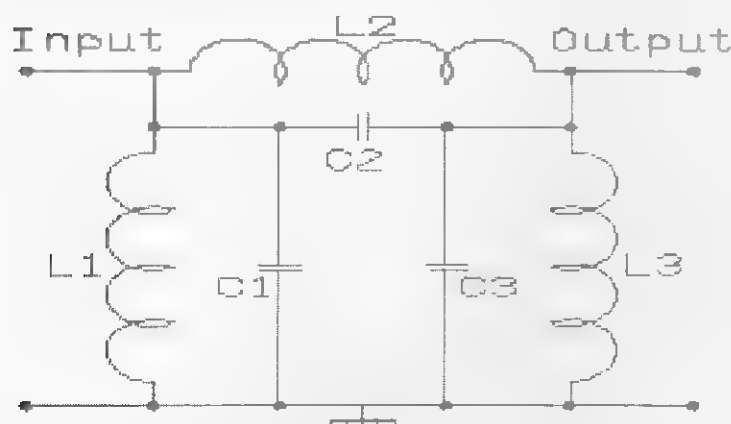
Yours etc...

Rudi's disks proved to be O.K. They were just doing what they had been programmed to do. ■

Video Digitising and Colour Cameras

by Neville Sleep

DIGI-VIEW AND similar video digitizers may be used with color cameras without suffering from herringbone pattern if the color burst signal is removed from the composite video signal. This may be achieved in two ways.



Circuitry similar to that used in color television receivers is used to separate the signal into that of three separate signals, each signal representing the content of one of the three primary colors. The color burst signal is used by the circuitry to separate the three primary colors and is not present in the output of the three color signals. The computer recombines the three color signals after digitizing to form a color picture.

Filters may be used to remove the color burst signal, effectively turning the composite video signal into that of a black and white video signal. The three primary color signals may be obtained by placing color filters in front of the camera lens. Each filter in turn is used to digitize the three separate primary color signals required by the computer.

The first type of circuit is generally beyond the scope of home construction, but the filter circuit should be within it.

The quality of the picture reproduced from CCD color cameras is generally not as good as that of black and white videocon tube type

cameras, but generally quite good results can be obtained. The filter circuit described in here was demonstrated earlier at an NWAUG meeting.

Construction.

The three coils are wound on 3/16" diameter neosid coil formers with slug tuners. Coil winding details for the required inductance may be obtained from the neosid coil distributors. Two identical coils L1 and L3 are 13.1 μ H, and L2 1.15 μ H. Capacitors C1 and C3 are 100pF and C2 1165pF

Tuning.

Each coil and capacitor combination may be tuned as individual pairs with the aid of a grid dip meter to 4.43 MHz. Alternatively the circuit may be tuned for minimum color when viewed on the monitor and the filter placed in the line between the camera and the monitor composite video input.

Disconnect L1 and L3 from the circuit, and tune L2-C2 for minimum color. Short out L2-C2 and reconnect L1 and tune L1 for minimum color. Disconnect L1 and reconnect L3 and tune L3 for minimum color. Remove short from L2-C2 and reconnect L1 and L3. ■

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Neville is the AUG's acting Co-ordinator. He uses Amigas at work and at home.

My Amiga and I

by William Jordan

PEOPLE OWN Amigas for many different reasons, whether it be for games, video, music, wordprocessing etc. My main interest was the creative pursuit of writing my own programs, mainly games.

It is now about 3 years since I bought the A500 and 2 and a half since I joined the NW branch of AUG. In that time I have gone from my very first program, which involved the use of 3 different commands, to having created dozens of programs. One of my very first programs, Chess Tutor, appeared on a Fish disk, which was very exciting for me. Many of my programs are written in Amigabasic, mainly because that was the language that came with the machine. To speed programs up a bit and enable programs to be larger I bought AC/Basic (at \$250). Unfortunately, as I later found out, Hisoft was probably a better and cheaper choice. Since then I have bought Amos Basic and Blitz Basic. Buying the latter was largely due to the wait for the Amos Compiler. While Blitz Basic has some very good features, including a very fast compile time, in over a year no upgrades have appeared, despite some obvious bugs.

Since the Amos Compiler has appeared, I have adopted Amos as my general programming language and have some interesting projects on the way. C, of course, is the other option, but it seems at this stage I can get results much faster with Amos (programming time being critical). Being a seasoned chessplayer (ex-State champion), I have written about half a dozen major chess programs, including a database, solitaire chess, chess puzzles etc. No program to actually play chess though (they need to be written in machine code, not basic). Interestingly, quite a number of chessplayers I know are also programmers. There seem to be some skills common to playing chess and programming. Other

programs include some strategy games, some role playing/adventure games, a basic tutorial, some educational games and abstract games and puzzles. A number of my games have a multi-player option and there has been quite a lot of fun having friends over to test them. I am generally interested in anyone doing some playtesting. In some cases there is a real danger of spending too much time playtesting a game rather than developing the code. I am always interested in constructive feedback. To help justify the many hours spent, many of my programs have been presented as shareware. To date response to my shareware programs has been fairly quiet and has not even come close to paying for the compilers I have bought (NOTE: not pirated) for the sole purpose of distributing programs. Shareware is a great idea, but in practice it's not clear that the situation is very balanced. Shareware authors (particularly of games) come in for a lot of competition from pirated programs (as someone advised me "Remember

that you are competing against pirates of commercial games.") People are demanding very high quality programs at very low prices. The recent piracy survey suggested that most people thought that shareware (and other software) authors were fairly paid. This seems to be more wishful thinking than anything else. It is usually assumed the 'other' person will register.

Given Australia's small population, the fact that the Amiga is not the dominant computer and the hassles of sending money overseas, I don't think many local shareware authors are getting a great return for their time.

Despite all this, I feel confident I can eventually get a fair return for my time. As an added incentive for people to register, I am offering a kickback of one third of the original price for each person who subsequently registers as a result of receiving a demo disk from them. (Full instructions on the disks.) If enough people register, you can even make a profit on the disk. Early versions of some of my programs are on the board. I am able to post out information of my programs at no charge, or the latest demo versions at \$5/disk for anyone who is interested. At NW, we are getting together an AMOS Sig as soon as we can find someone who is happy to provide their house for a small meeting.

All correspondence:
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A Box Of Games

Reviewed by Paul Somers

Micro Prose Golf

©
Game Type - Sport

Players	- 1-4	Controls	- Mouse
Game length	- Lengthy	Age Range	- High School+
Game Play	- 95%	Entertainment	- 95%
Graphics	- 90%	Sound	- 90%
Value for money	- 90%	Overall	- 95%

I have seen good golf games and I have seen bad golf games, but when it comes to the best golf game of all time, then this is it. If you are a golfer and want to play any type of game, then this will have it with several different types of games, and tournaments to play.

In order to get accepted to play the tournaments you must prove yourself, by playing well enough to get a decent handicap.

Before going for the swing, you can position the golfers, feel, legs, the position of the golfer relative to the ball, and change a whole host of other things.

The land is all 3D contoured, view the land ahead and check it out for hills and valleys. There are different camera angles for views of the ball as it flies through the air.

It makes for a very, very, realistic game and is easy to play, compared to most of the more well known golf games. Extra course disks are available.

Final Word: If it's golf you want then this will deliver, it has everything a golfer could want, and a whole lot more.

Lotus Esprit II

©
Game Type - Endurance

Players	- One or Two	Controls	- Joystick
Game length	- Long	Age Range	- All
Game Play	- 80%	Entertainment	- 76%
Graphics	- 75%	Sound	- 75%
Value for money	- 70%	Overall	- 75%

Lotus Esprit II, is a very good game, you can race against another player or go it alone to see how far you get. You are faced with the road, the other cars and the ever decreasing time limit. This game is a marked improvement over Lotus Esprit, e.g. in one player mode the whole screen is used, not cut in half like Lotus Esprit. There is no worry about fuel, you are not racing around the same track, you never cover the same ground twice in Lotus Esprit II, it is one long journey. You are not playing to see how quick you can complete a number of laps, but to see how far you get into the game. On completing a level you get the password for the next level, so you can continue at the current level you are up to. It has the advantage of interfacing with another computer via a data cable, but lacks the modem interface which I was hoping for, since the ordinary user is more likely to have a modem than two computers. The game play is excellent, the physics of the car are done to perfection. In other games the car goes the same speed up or down a hill, but in this the car actually speeds up going down a hill and slows down going up.

Final Word: This game is about the best game of its sort that I have ever seen, well worth getting.

Final Fight

© Capcom

Game Type - Action

Players	- Two Player	Controls	- Joystick
Game length	- Medium	Age Range	- 10 +
Game Play	- 70%	Entertainment	- 60%
Graphics	- 65%	Sound	- 65%
Value for money	- 75%	Overall	- 75%

Metro city has a new Judge, Mike Haggar. He is as straight as they come, and he is out to put an end to crime. Naturally the criminals don't like this idea. They kidnap his daughter, Jessica, in order to persuade him to let their criminal activities go unnoticed.

In this game you can be one of three people, Haggar, a champion Street fighter who's wrestling skills are no match for any opponent. Cody, a martial arts expert, also Jessica's boyfriend, or Guy, master of Ninjitsu, a close friend of Cody.

Pick the fighter you want and then your battle begins, you must fight some of the toughest and repulsive fighters you are ever going to meet, you can pick up food for energy and various weapons, (my favorite was the iron bar) in order to track down Mad Gears and rescue Jessica.

The concept of this game is similar to Double Dragon, except the game play is much better, it scrolls along in any direction, so if you forget something you can go back for it. It has the added advantage of no loading interruptions as the game loads as you play.

For those who saw Final Fight in the arcades this version won't disappoint, it is probably a 99% conversion.

Final Word: Great game for those who like to throw a few punches, about the best version of this sort of games.

Robo Cop 3

©
Game Type - Action

Players	- One Player only	Controls	- Joystick
Game length	- Long	Age Range	- High School
Game Play	- 70%	Entertainment	- 70%
Graphics	- 90%	Sound	- 70%
Value for money	- 80%	Overall	- 75%

The best of all Robo Cop games, with a fully 3D environment, and high quality graphics. First, choose the Movie or the arcade game. Choosing the movie limits you to one continuous scenario, which follows the movie closely. The hardest scenario - most won't be able to finish it, (myself included). To add interest, the arcade side was added, with 6 different scenarios, the first two in the 3D environment. Robo must search and destroy all resistance, without getting blown away himself, or killing innocent citizens. The 3rd and 4th scenarios see Robo driving around seeking and destroying enemy cars. The 5th requires Robo to attach a newly developed flying suit to his body, act like a jet fighter and destroy enemy aircraft. The last requires Robo to enter the ring against rival Japanese companies' Robot, in a fight to the death. From the arcade sequence you can select any of these you wish. For each enemy you destroy you receive 1 point. With the lowest top score at 100, you'll have to kill a fair few in one session, as there is no save option.

Final Word: Great game design and a remarkable difference from previous robo cop games, well worth the eight separate games in this one.

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E&OE

North West AUG Beginners Group

will next meet on Saturday April 25th from 2p.m. sharp until 6 p.m., in rooms 19 and 20 (first floor) in the same building as NWAUG (see inside rear cover).

Cost will be \$4.00 to cover room hire.

Bring your questions, any programs you're having trouble with, and your Amiga if you want to.

Phone Peter
354 9484(AH)
for more details

THE NEXT WAVE FESTIVAL

for Youth Arts will be held from 15th to 31st May, 1992. This will include a show of electronic art and music at the Great Hall, National Gallery of Victoria, from 15th to 18th May. *The Animation Network* is curating much of the visual material, including *The Animation Year Book*. A section of this video showcases the ART SIG members' work. It will be screened on a huge video wall, helping to create a stimulating and entertaining exhibition. *The Animation Network* is very grateful for the ART SIG contributions.

Animation and Graphics for Amigas and Macs will be the subject of an In-Service Seminar for Teachers run by Lisa Roberts and Fred Muraca. This will be held in the education section in the National Gallery on Saturday 16th May.

NWAUG

A Lot has happened since I last put fingers to keyboard to write this column. Ashley has continued to give subtle hints like "When am I going to get the next North West News because I need it NOW?" Finally I have managed to scrape together a few minutes to do the job.

A lot has happened at NWAUG too since I last wrote. We have changed rooms and days, although we are still at the Essendon community centre. So for all those people who have continued to turn up on a Wednesday night and found the meetings to be dull and boring - We now meet on MONDAYS in a bigger room but still upstairs. The new room suits us a lot better as it is bigger and allows people to A) all get a seat and B) talk quietly down the back without getting yelled at.

The last few meetings have been well attended and I think have been a lot of fun. We have had a very full and excellent demonstration of the Miracle piano teaching system which looks to be a great way to learn to play the piano. Last meeting we had the famous (infamous?) Ashley Schwall-Kearney to talk about how they used Pagestream to put together WorkBench magazine. This little segment was very well received as was a later segment on desktop publishing in general. We were also privileged to see the first

public unveiling of what is set to be the best software PC emulator for the Amiga. This program was written by no less than local talent Chris Hames and he has released it into the public domain as shareware. We were able to witness this program running an IBM version of lemmings WHILE the amiga side happily multitasked in the background. You can even run the program twice and have two ibm programs running at the same time! Finally a way of multitasking on an IBM. The software is available as a demo on AmigaCentral and is a must get - especially if you have an accelerator. I know Chris has spent many hours on this project and he is only asking \$40.00 for a full working version - well worth supporting.

In coming meetings we are hoping to show how to do things like put titles on your home videos and other practical and useful ways of using your computer without spending a million bucks.

The beginners group has been going well except for the fact that numbers were very low at the last meeting. Please see the notice elsewhere in this newsletter for more details. Everyone welcome.

Hugh Leslie

COMMITTEE REPORT

The May meeting was held at Arnie Robbins residence and was attended by George Wahr, Chris Tremelling, Lester McClure, Mark Barnes, Neville Sleep, a late appearance by Eric Salter and of course Arnie!

Topics under discussion included the Barco Projector and its means of funding. The projector fund was not able to pay the total price of \$2,000, so the Projector levy will continue. As well, other groups will match NWAUG and charge an extra Dollar at the door to help meet the shortfall.

In an attempt to publisize the group and seek new members, Mark Barnes offered to spend one of his Sunday's at the Computer Swap Meet advertised in last months Workbench. Mark handed out membership forms and information sheets to all who were interested. He also brought along the P.D. Library .P.D. NONSTOP were also there waving the Amiga flag.

Remember because of the Easter break the next AUG meeting will be at Holmesglen on Sunday, May 17th.

Neville Sleep



from Commodore

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DIGITAL IMPORTS

A U S T R A L I A
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SEEING AS HOW the Art SIG Report for February did not make it into print last month (problems with the down load), I will give a combined report for February and March this month. Both meetings were held at the Wood's home in Aspendale and had around a dozen members in attendance.

February

Fred Muraca brought along his Amiga 3000 and DCTV setup. Geoff Wood also had his accelerated Amiga 2000 and ColorBurst system (that's the way MAST spells it). ColorBurst and DCTV allow the Amiga to show more colours on the screen than the standard 32 colour or 4096 colour HAM modes. Both systems use 24 bit colour which allows the use of 16,777,216 different colours. The DCTV system was setup to feed composite video signals into an old style Commodore 64 style monitor. It was also sending black and white pictures to a standard Amiga monitor, but the interlace flicker was very annoying. The composite output would make it very easy to feed the signal onto video tape. The quality of the pictures was fantastic. Graduated fills were so smooth that the eye could not detect any steps in the colour change. The ColorBurst system was set up to feed its signal into an RGB monitor so although its colours were stronger and brighter than the DCTV system, it would be more difficult to get the pictures onto video tape at this quality. In order to compare the quality of the output from both systems we decided to scan in an high quality picture of a Honeyeater from a book. Since the 3000 had Art Department Professional version 2 on it we installed the loader for my Sharp JX100 scanner and started the scanning procedure. A message came up stating that this was an old loader and may cause problems. I have seen this message before on 2000s I have scanned with and although there were the occasional system hang ups it usually works OK. On the 3000 the prescan was fine but when the final three colour scan was started the scanner seemed to go into slow motion. If we had waited for it to finish we would not have finished the meeting by the following day, so we aborted the scan. We went back to Workbench

and shut everything down that could be shut down and tried again. Same problem. We then switched to the 2000 which had The Art Department Professional Version 1. When the loader was installed and then called up through the program, the scanning screen came up for a second and then disappeared. I have seen this happen on other 2000s with 3 meg of memory and always



thought that it must be a memory problem with this program, but this 2000 had 8 meg of 32 bit memory. We did not wish to waste all night trying to figure out what was wrong so we used the scan to disk program which runs without The Art Department. Everything worked fine. The image was 500k large so it was put on a disk and loaded into the 3000. When both machines showed the image the ColorBurst display was much brighter, but both were excellent and far better than if they were in HAM or 32 colour. Fred then gave a demonstration of the paint program that comes with DCTV. One of the many features he demonstrated was rub through. By cutting out the picture of the bird we had scanned and pasting it down underneath a ray traced image of a chess set Fred was able to rub away as much background as he needed to reveal the bird sitting on top of a pawn looking like it was part of the original picture. From trying to

match palettes of different scans and combine images in HAM and 32 colour mode I know how difficult this process can be without DCTV and this excellent paint program. Usually the palettes have to be matched in Art Department, then the image has to be cut out often pixel by pixel if there is a lot of background and then the image must be placed onto the new background. The result is often a very artificial looking picture with a distinct line around the edge. So Fred's little 5 minute demo showed just how powerful DCTV can be. Unfortunately we were not able to investigate all of the features of DCTV, but perhaps Fred can bring it back another time.

March

There were several demonstrations of techniques in Deluxe Paint. Gwen Wood had produced an animation of a waterfall which was very realistic and which will be described in a separate article.

We also looked at the latest tape from the Animation Network, which featured a lot of work from Art SIG members. Although some of the attendees had seen this on the previous Sunday at the AUG Meeting, it was still worth seeing again. Especially with the Woods' TV projection unit and surround sound system to further improve the effect. After this we went back to demonstrations of different techniques. We were having such a good time that the meeting did not finish until nearly mid-night.

April

There will be an Art SIG meeting in April, it will be held at Aspendale on Tuesday 21st April starting at 7.30 pm. Anyone interested in attending should contact, John Barlow on 551 4760. ■

SCANNING SERVICE

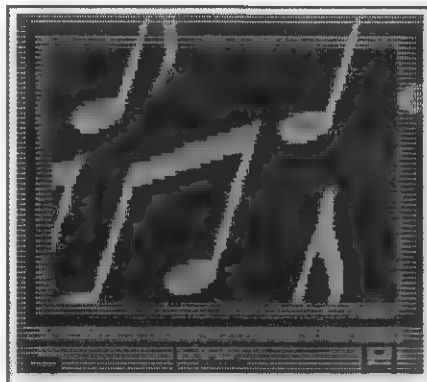
Anyone who would like to have their pictures scanned can contact John Barlow on 5514760. The charge will be \$3.00 per image on your disks. The Sharp scanner used can handle pictures up to 6" x 4" and up to 24 bit colour at 200 dots per inch. But remember a 24 bit image this size would be over 3.5 meg and would not fit on one disk. Any Amiga format can be provided as can most IBM formats.

The March SIG was again in character, small in numbers but with a high level of interest and participation. Two new members, Nick Vardaxis and Scott Walker, have promised to collaborate in the Composers Disk, which is gradually growing and will hopefully be released this year. Nick is a skilled musician and brought some wonderful original music both in disk and tape form, whilst Scott specialises in sound sampling. Welcome back to Alan Mallows after an absence of some months. Ian Jones was missing due to an injury but we enjoyed some of his excellent Bars & Pipes files.

I was fortunate to receive in the mail, just in time for the SIG, a disk from Wayne Harrison of Garvoc. Thanks, Wayne - all members admired your inventiveness and your excellent lead sheet template for DMCS. If there are any composers amongst our members who are unable to attend the SIGS but would like to have their work included in the Composers Disk, please contact me on 798-6552 and we can arrange this by mail.

Bars & Pipes as usual was the highlight of the evening and we are all gradually learning new things about it. It is such a complex and powerful program that it tends to

Music SIG



Co-ordinator Norm Christian

frighten new users, but we find that after lots of "hands on" it is very friendly and a delight to use. DMCS also came under discussion and we were able to multitask with it in Pal format and do several other useful

things previously unheard of, thanks to the programming skills of member "anon". Come to the next SIG and get a copy of this clever enhancement.

There will be no Music SIG next month as the usual date will fall within the Easter break. However, I will not be going away, so if any members wish to convene a special meeting I will be available - in the words of the classics "your place or mine".

In the meantime, please give some thought to my request for alternative venues. Some members have to travel long distances to my home at Keysborough and it would be useful if occasionally we could use homes in other areas. Equipment is not a problem as that can be brought - all you need is an Amiga. Numbers are usually small so you don't need a large room. Let me know if you can help and I will announce the May venue in next Workbench. The date is usually the Monday immediately following the main monthly meeting.

South East Amiga Users Group

The SEAUG has had a few meetings since the last report and in that time, the meeting size has increased, although this may be a result of the AUG missing one meeting.

The SEAUG as we are all aware meets to help share the experiences of one Amiga user to another. This philosophy describes the meetings of the last two months. The meetings, have not been well planned but have had a theme. This month John Barlow demonstrated how simple it is to record a simple animation and titles from the amiga to Video tape without an expensive genlock and super duper video tape recorder. The video source was an amiga 500 with a A520 video adaptor to give us a video out signal. The signal was then fed into the 'video in', of a rather simple Video Cassette recorder, supplied by Tom Barath. The results of this rather primitive "Video

Studio" were, as can be expected quite simple but it shows even a novice can edit and title their home video's.

The other meeting of the month Chris Quonoey demonstrated the upgrade of the Transamiga software for his Bulletin Board and guided us through the various doors, files and message areas for his BBS, Crazy Diamond. In another part of the room Arnie Robbins installed a small 2" 20 Meg HD for an amiga 500. This Hard Disk can be easily installed inside the A500 to improve the overall performance of this small and tidy package.

Another demonstration was that of the New Pagestream software Version 2.2. This version now supports WB2.0 and looks and feels likewise. The only improvement I have made is to use a small program called "MFR" or Magic File Requestor by Stefan Stuntz, to

increase the speed of the file requestors used by Pagestream.

Russell Porteous

SEAUG Logo Competition

Design a Logo that is appropriate for the South East Amiga Users Group and you could win a prize. The Competition is open to all AUG members. The prize, apart from your fame and immortality, is an Optical Mouse. Keep in mind what it will look like when printed in two colours (like in this magazine). Entries will have to be machine readable (bit mapped or structured)
More details next month.

Bargain Basement DataBase

by Rob Pemberton

IF YOU can't justify the several hundred dollars needed for a commercial Database manager but would like to have one anyway, Public Domain bBase may be the one for you. It's FREE!

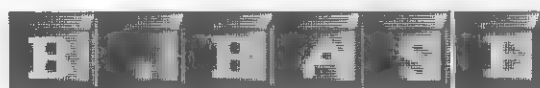
It's usually proclaimed that there are four main uses for a computer - as seen in spreadsheet/word-processor/database/telecommunication uses - and you can find a variety of all-in-one type programs in the commercial sector that incorporate all four. (eg. Platinum Works!/Gold Disk Office etc..).

I happen to think that's a gross simplification for a computer like the Amiga (what about the entertainment factor for one!). But even so, one should expect to find many examples of these types of programmes having emerged from the public domain over the years.

For one reason or another I've experienced great difficulty in finding a database program that provides more than the standard address-phone number/record collection facilities but stops short of the whistles and bells of relational monsters (eg RIM). I confess that up until now I've resorted to using that old PC workhorse DBASE in one of its many reincarnations for my own database needs.

When checking through some earlier Fish disks I found a program called bBaseII (stands for Bob's Base!) on Fish #491, and on first glance it looked like filling the bill.

Rob, who regularly reviews PD is continuing his march through Commodore products. He has had a Vic20, C64, C128, Amiga500 and is now upgrading to an A2000. CDTV next Rob?



A very user-friendly interface and creation menu, quick sorting algorithms and an efficient manner of recalling the data.

Unfortunately it also turned out to be prone to crashing if you hadn't allowed for enough memory, and its print report capability was deficient in some regards.

...should satisfy anybody still looking for a simple database that's a cut above the rest

Well, never count a determined PD programmer out - bBaseII's author Bob Bromley has just released version 5 on Fish #563, and it should satisfy anybody still looking for a simple database that's a cut above the rest.

The programme was written in HiSoft BASIC Version 1.05, and compiled using the HiSoft BASIC Professional compiler. The reason that bBaseII seems so quick is that once a database has been loaded from disk, all modifications are done in RAM:, and will NOT be permanently saved until the database is saved to disk. This can be done by using the menu, the function keys, or upon quitting.

All functions of bBase may be accessed from menus. Most also have keyboard equivalents for the hard-core CLiers. It multi-tasks extremely well, as it does not burn up CPU time while not actually performing operations.

Some of the features of bBaseII are:

- Very straightforward and easy to use.
- Automatically appends .bbase identifier to data files.
- Uses a fast (for a BASIC program) shell-sort algorithm.
- Incremental or decremental sort, on any field.
- Search in any (or all) field(s).
- Optionally display entire database, or a filtered list, a screenful at a time.
- Print out a record, a filtered list, or the whole database.
- Amend Field Titles without affecting data.
- Optionally disable the "Save to Disk" option to prevent accidental alteration of the database.
- Well-behaved in a multi-tasking environment and fully intuitionized.

Database programs tend to gobble up large amounts of memory and bBaseII is no exception. Since it opens on its own

screen, and reserves memory to hold a database in RAM:, it requires about 375K of memory to run properly with a FULL 600 record database. For this reason the author doesn't recommend running bBaseII on a 512K machine. However there is a "companion programme" called bBaseII50K which reserves some 100K less memory for operation by those users who experience initial memory problems.

The "arp.library" will also have to be in your libs: directory, because bBaseII uses the ARP file requester - Fred Fish has included this programme on the distribution disk.

Some of BBase's restrictions are as follows -

- max 20 chars in file name (as per Arp file requester).
- 9 fields per record.
- max 19 chars in field title.
- max 46 chars in field data.
- bBaseII: 600 records, or a database of approximately 100K, whichever comes first.

- bBaseII50K: ("the companion program"): 600 records, or a database of approximately 50K, whichever comes first.

- nb: bBase doesn't appreciate running out of memory in either mode, hence there is a low memory warning facility provided.

The programme can be run from either the Workbench via its icon, or directly from CLI where it is possible to load in a requested database automatically. Movement through the record data is via the cursor keys or mouse operation. When time consuming actions are being performed, ie. Loading, Searching, Saving, Sorting, etc., a "progress" bar will appear to assure you that "something is happening", and visually display to you just how the job is progressing.

The Project menu contains the guts of bBaseII, where you create, open, display and save your data.

You may sort the records in the database based on the data in any field. The sort routine employed is very efficient for a BASIC program. It will sort 200 records in less than 10 seconds on a standard A2000. As the database size increases, naturally it tends to slow down. Other menu items include the Search, Change, Print, Add and Delete options. As a simple security device, (mainly as a guard against someone accidentally altering or erasing data), the author has added an option which will disable the ability to save database changes to disk.

If you are running bBase from the CLI, with the "-s" flag on, the command line will start bBase with the Saves already disabled. The "Alt - S" key combination will toggle between Save Enabled and Save Disabled and the titlebar message will keep you informed of the current status as it changes.

When bBaseII is run, it reserves about 200K of memory, (bBaseII50K is less) to use for database storage in RAM, arrays, etc. No matter how much RAM your computer has, this is all that is available to bBase! When a database is first loaded (and only then), bBase will check the available memory left in the program pool. If the memory available to bBase is less than 2K, this means that you have a humungous database of over 100K, and only another 5-10 records may be added before



the program will crash. In this case, you will be advised of the situation. You can press any key to cancel the warning. The recommended action is:

1. If you are using bBaseII50K, start using bBaseII.
2. If you are using bBaseII, delete some old records.
3. Contact the author for a larger version.
4. Upgrade from bBase to dBase - shock horror!

One annoying feature for me is the printout facility which stills errs on the minimal. Unfortunately you can't avoid the field titles being printed out with each individual record. A large database would chew up a lot of gum trees!

There is also an example database included in the package. The file "Recipes.bbase" shows one way of keeping track of recipes, without having to re-type them all. It merely shows where they can be found when needed. With this database you can sort the recipes by Name, Category, or anything else. You can search for all recipes containing a listed ingredient, recipes you have already served to given people, or just the location of the recipe if you have forgotten which of your 647 recipe books it is in.

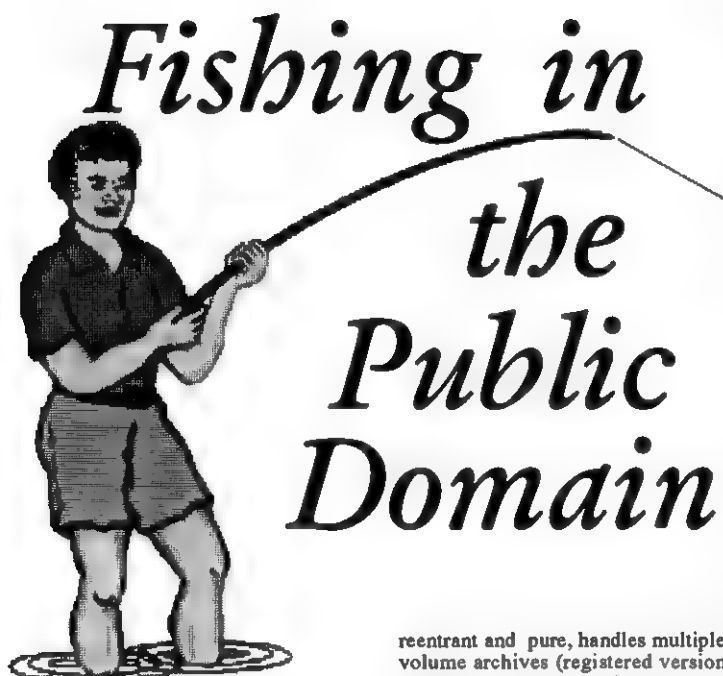
This program is freeware, and comes with full documentation on disk. You can find it on Fish Disk #563 in the Club Library. ■

Illustrations by Nathan Mitchell

PUBLIC DOMAIN SOFTWARE ORDER FORM

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Club Use Only:									Total: \$	
Member's Name:						Membership #				
Address:										
Postcode:										



FISH DISK #593

AnalyRim

An integration of the AnalytiCalc spreadsheet (disk 495) and the RIM-5 relational database management system (disk 143). Integrates a spreadsheet with hundreds of functions and 18000 by 18000 cell address space, with a complete disk based DBMS, and functions permitting one to move relations or selections of relations in either direction between spreadsheet and database. In this way, large relations can be stored on disk, yet accessed as needed in the spreadsheet, from whence they can be computed with or plotted. The command language of RIM is fairly close to SQL and documents for it are included. Also supports GnuPlot to provide flexible plotting. A minimum of 2Mb of memory is recommended, of which 750K must be contiguous. Because the full distribution would not fit on a single disk, it has been split onto two disks, with disk 593 containing the executable and needed "keypad" command files, and disk 594 containing the source and documentation.

Author: Glenn C. Everhart et. al.

Elements

Very nice interactive display of the Periodic Table of Elements. Includes general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. This is version 2.3b, an update to version 2.3 on disk 384, with some minor AmigaDOS 2.0 fixes, a new icon, and Swedish and German data files. Binary only, shareware.

Author: Paul Thomas Miller

LhA

A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LhA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking

reentrant and pure, handles multiple volume archives (registered version only), and more. Version 1.11, an update to version 1.0 on disk 577. Shareware, binary only.

Author: Stefan Boberg

PicPak

A package of general purpose picture loading and manipulation functions, including IFF ILBM loading, ViewPort color control (including fades and color cycling), and frames. Will also load and display SHAM images. Version 1.3c, includes source.

Author: Paul Miller

PictSaver

A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF-ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 2.4, an update to version 2.0 on disk 543. Binary only.

Author: Preben Nielsen

WindowTiler

A WB2.0 commodity similar to help that cascades, tiles, etc workbench windows. Contains 7 ways to arrange the windows. Does not affect non-sizeable windows (so dock windows, etc don't get shifted). This is version 1.1, binary only.

Author: Doug Dyer

FISH DISK #594

AnalyRimSrc

An integration of the AnalytiCalc spreadsheet (disk 495) and the RIM-5 relational database management system (disk 143). Integrates a spreadsheet with hundreds of functions and 18000 by 18000 cell address space, with a complete disk based DBMS, and functions permitting one to move relations or selections of relations in either direction between spreadsheet and data base. In this way, large relations can be stored on disk, yet accessed as needed in the spreadsheet, from whence they can be computed with or plotted. The command language of RIM is fairly close to SQL and documents for it are included. Also supports GnuPlot to

provide flexible plotting. A minimum of 2Mb of memory is recommended, of which 750K must be contiguous. Because the full distribution would not fit on a single disk, it has been split onto two disks, with disk 593 containing the executable and needed "keypad" command files, and disk 594 containing the source and documentation.

Author: Glenn C. Everhart et. al.

Cube4

A 3-dimensional version of "zeros and crosses" on a 4x4x4 board which can be inspected from all sides. It is possible to change the skill of the computer game, take back moves, change sides and abandon. Version 1.2.1, binary only.

Author: Joachim Tuckmantel

FISH DISK #595

ClibSave

A small hack for saving the actual contents of the clipboard (unit 0) to a file. It may only be used from shell. This is version 0.1, includes source.

Author: Uwe Rvhm

HOW

A game where the aim is to get a ball from the start square to the exit square, while trying to turn all squares to the same color. As the ball moves across a square, the color of the square changes in a cyclic order of four colors. Also includes a level editor program. Freeware, binary only.

Author: Peter Handel

IconSwap

A small utility, which allows you to quickly and easily swap the colors of your icons between the older 1.3 and the new 2.0-style. Version 0.14, includes source.

Author: Uwe Rvhm

P-Compress

A gimmick-free and very easy to use program for most compression requirements. Uses the latest LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of file within drawers and disks. In PACK mode it can consolidate files into less space than whole disk compression tools or archivers. This is version 2.1, an update to version 1.2 on disk 543. Freeware, binary only.

Author: Chas A. Wyndham, LZH code by Barthel/Krekel

P-Reader

An all purpose reader that displays texts, pictures, animations and sounds, which may be uncompressed or compressed with P-Compress. Texts can include embedded static or animated illustrations and sounds. This is version 5.2, an update to version 5.1 on disk 543. Freeware, binary only.

Author: Chas A. Wyndham

P-Writer

A text editor with special facilities for inserting text color and style changes and for preparing illustrated texts for P-Reader. Version 3.2, freeware, binary only.

Author: Chas A. Wyndham

FISH DISK #596

RayShade

Rayshade is a ray tracing program ported to the Amiga from UNIX. Rayshade's features include nine types of primitives (box, cone cylinder, height field, plane, polygon, sphere, superquadric, flat triangle and phong-shaded triangle); composite objects; point, directional, and extended (area) light sources; solid procedural texturing and bump mapping of primitives; antialiasing through adaptive supersampling; arbitrary linear transformations on primitives; and more. This is version 3.0 patchlevel 5 and includes sources in the modifications for Amiga & SAS/C are distributed as diff files. Some example input files are also included.

Author: Craig E. Kolb, Amiga Port by Martin Hohl

ToolTypeWatch

Helps you if you are searching for ToolType-keywords of a certain application. It patches the FindToolType() and the MatchToolValue() functions of the icon.library and records all calls to these functions along with the given arguments. This allows you to discover all keywords supported by an application as ToolTypes. Version 0.7, includes source.

Author: Uwe Rvhm

FISH DISK #597

GoLD

Game of Life - Duo.

A "Game of Life" extension. This one uses TWO strains of cells, allows free redefinition of the rules, and contains the original game as a subset. This is version 1.0, includes source in C and assembly.

Author: Andreas Neubacher

IconTools

Four programs to manage some aspects of icons using the Intuition interface and allowing one operate on many icons at once by shift-clicking. FloatIcon 1.05 sets an icon so that the Workbench can freely place an icon in a drawer window. ReplaceTool 2.04 sets a new default tool for project icons using the Workbench icons or a file requester. ReplaceImage 1.01 changes the image of icons to that of another. SwapColors 1.01 swaps colors 1 and 2 in icon images. The last two programs will be useful for converting to the "new look" of Workbench 2.0. Includes source in JForth Professional 2.0. Not related to IconTools on disk 284.

Author: Richard Mazzarisi

NewList

A very fast and powerful 'list' and 'ls' utility. It features fast algorithms, custom print and date formatting, 3 different types of recursion, a hunt mode, character filters, a pager, ansi, ENV: support, and tons of sorts and options. This is version 6.0, an update to version 5.0a on disk 513. New features include complete WB2.0 support and compatibility, including full link handling, and some bug fixes. Binary only.

Author: Phil Dietz

ScudBuster

A Scuds vs. Patriots missile game. This game is a combination of the old Missile Command, Battleship, and Stratego games rolled into one. Set up your strategy and launch missiles at your enemy, while he launches missiles at you. Version 0.8, binary only. Author: Howard Dortch

ShadowMaster

A modular screen saver system for AmigaDOS 2.0. Allows you to choose a saver module to be used at blank time, and to build utility modules that may (or may not) choose the actual saver. Version 37.7, includes partial source. Author: Mike Meyer

ThinFonts

Seven fixed width fonts in two designs to get more characters on your screen. Made for usage on hires interlaced screens and A2024 modes. Author: Dirk W. Reising

FISH DISK #598

ANSI

A small CLI utility to convert C source between ANSI and Kernighan and Ritchie function definition formats. Allows generation of prototypes. No Amiga extensions - should be portable. Version 1.0, includes C source. Author: Andrew Martin, SciTech Software

DX100

Editor/Librarian for the Yamaha DX100, DX21, and DX27 synthesizers. Provides voice editing and librarian features similar to the FB-01 Editor/Librarian. Version 1.25. Author: James M. Smith

FB-01

Edit all parameters for FB-01 Voices and Configurations. Graphical display of voice envelopes to improve the editing process. The librarian provides the means to organize and store a bank of voices or configurations on disk. Send customized banks to a Yamaha FB-01 or receive banks from this instrument. Print hardcopy of voice and configuration banks. Version 1.25. Author: James M. Smith

Parse

A simple keyword command line parsing routine. Supports mixed case and unambiguous abbreviations in the command line. The parse routine can be used to add keyword control to any program in an easy manner. Version 1.2, includes C source. Author: Andrew Martin, SciTech Software

TX81Z

Editor/Librarian for the Yamaha TX81Z and DX11 synthesizers. Provides voice and librarian features similar to the FB-01 Editor/Librarian. Includes a Performance Editor and a Librarian. Version 1.23. Author: James M. Smith

FISH DISK #599

DBuff

Source code with a small demo, to implement double buffering by adding

a second ViewPort to an Intuition screen. Version 1.0, includes C source.

Author: Andrew Martin, SciTech Software

InputView

A small tool for AmigaDOS 1.3 to record the input stream at a given time and then insert the recorded events again later, instead of the user input. Version 0.24, includes source. Author: Uwe Rvhm

MailMerge

A utility to perform simple mail merge using the LaTeX letter style. Simply requires a letter in .tex format and a file of addresses. Each of these is inserted, in turn, into the .tex file which is run through LaTeX and then through the printer driver. Version 1.0, includes C source. Author: Andrew Martin, SciTech Software

MoG

A demonstration version of a commercial molecular graphics program. Stick representations of molecules may be rotated, translated and scaled on screen and changes may be made to structures. 'Space filling' pictures may also be generated using quick preview, shading, or ray-tracing. The demonstration version allows only one of two structures to be displayed and does not allow space filling, though some sample space-filled structures are included. Version 1.03D, binary only. Author: SciTech Software

PrLabel

A utility to print laser printer labels. Support 3x8, 2x8 and 2x7 A4 label sheets. The program may easily be modified for other formats. Also serves as a demonstration of using STSLib for gadgets and menus. Version 1.1, includes C source. Author: Andrew Martin, SciTech Software

RxilShell

A set of routines to form an additional layer between the programmer and ARExx. Rxil shell sits on top of rxil on disk 299 and contains a few changes and bug fixes to the rxil routines. Using these routines, adding ARExx support to a program becomes completely trivial. Version 1.0, includes C source. Author: Andrew Martin, SciTech Software

STSLib

Blink compatible library required to recompile PrLabel. This library supplies gadtools-like 3D look gadgets (including check boxes, radio buttons and cycle gadgets) and menus whose layout will be adjusted for different default screen text fonts under AmigaDOS V2.0. Version 1.0, link library only. Source and documentation available from the author for a fee. Author: Andrew Martin, SciTech Software

FISH DISK #600

Env

A user friendly tool to edit your "environments". You can change, add, copy, rename and delete them with an

intuition GUI, instead of using DOS SetEnv/GetEnv. Features include keyboard shortcuts, font-sensitive windows, and shell command line support. Version 2.08, binary only. Author: Stefan Otto

Memcheck

An antivirus package designed to be used for detection and analysis of new and old viruses. It includes a very powerful bootblock detector, a CLI detector and a Vectors program. The programs check for any virus in RAM and are able to kill all viruses in RAM. All libraries, devices, interrupts, reset vectors, etc are completely checked by the programs. This is version 5.0, binary only. Source code is available from the author. Author: Koen Peetermans

Multi Player

A music player that loads and plays a large variety of the "tracker" type sound modules. With an intuition interface, allows you to load formats like Intuitracker, NoisePlayer, Soundtracker, FutureComposer and 7 others including Power-packed modules! Includes many sample modules in several of these formats. This is version 1.5, an update to version 1.2 on disk 509. Binary only. Author: Thomas Landspurg

NCode

A fast MC68000/10/20/30 conditional macro assembler for the Amiga. Supports both the old and the new Motorola syntax for operands and allows you to put standard parameters in an argument file. NCode can be used for any of the four CPU's and will check whether your code matches the specified target CPU. Version 1.2, binary only. Author: Edgar Visser

Paragon

A two player game where the object is to build a given crown (a pattern of 5 stones) on the playboard. Includes source in AMOS. Author: Volker Stepprath

Rothello

Reversi/Othello like game that features the option to shift complete rows or columns of the playfield. Play a human or computer opponent. Version 1.0, shareware, binary only. Author: Michael Koepke and Rolf Herrmann

FISH DISK #601

APipe

An Amiga "pipe" device. If opened for read, it will run the file name as an Amiga CLI command, with the output going to the opening process. If opened for output, it will run the file name as an Amiga CLI command, with output to the opened file sent to the command as input. Author: Per Bojsen

Intuisup

A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test

programs. This is version 3.0, an update to version 2.0 on disk 562. Author: Torsten Jurgeleit

PP

Patches AmigaDOS and makes decrunching of powerpacked files completely transparent to any program attempting to read such files. This means that any program may work directly on powerpacked datafiles, without any need to decrunch these first with PowerPacker. A must for Powerpacker fans. This is version 1.4, an update to version 1.3 on disk 542. Full source is included. Author: Michael Berg

FISH DISH #602

JM

Job Manager is a utility which extends the AmigaDOS multi-tasking environment by providing features such as: allocation of CPU cycles in any ratio to multiple CPU bound processes, default task priorities based on task name, task logging, system uptime reports, task CPU use and CPU % reports, task invocation times, and more. JM has very little impact on the system itself. Requires AmigaDOS 2.04 or later. Includes 68000/20 and 68030/40 versions. Version 1.0, binary only. Author: Steve Koren

MathsAdv

A simple game where you, the young adventurer, must try to escape the king's Maths Adventure. To do this you pass through a series of rooms. In each room you are given a math problem to solve, after which you proceed to the next room if you answer correctly. The problems become more involved and more difficult in each room. Includes source. Author: Jason Lowe

MBPress

A command that will detect which mouse buttons (including middle) are currently being pressed. The result can then be used to decide a course of action in a script file. Handy for your startup-sequence. Requires 2.04. Includes source. Author: Steve Anderson

PlotLib

Another function plotter library with different display options in 2D, 3D or Niveau. Easy to use functions allow you to write your own plot program. Output functions for screen and HPGL plotter. Demo program included. Works on Amiga and MSDOS. Includes source in C. Author: Silvano Oesch

FISH DISH #603

DungeonMap

A little tool that creates maps of dungeons (and eventually towns) which can be used by a Dungeon Master (DM's) for use in a Dungeons & Dragons (D&D) game. These maps can be saved, edited, and printed. This is version 1.0. Binary only. Author: Bill Elliot

More Fish.....

DynaCADD

Part 1 of a four part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. DynaCADD requires at minimum an Amiga with 1Mb of RAM and a hard drive, or two floppy drives. A deinterlacer of some kind is highly recommended. This disk contains all the files necessary to recreate the DynaCADD demo on disk number 1. The files for demo disk number 2 can be found on library disk number 604 and the files for demo disks 3 and 4 can be found on library disk number 605. This is version 2.04, an update to version 1.84 on disks 434 and 435, and now includes both 68000 and 68020/030 versions. Binary only. Author: Ditek International

ICONtroll

An easy to use CLI command that gives you control over Workbench icons. Its main purpose is to update the look of your icons for AmigaDOS 2.0, which can be done by swapping the colors in an icon or giving new images to them. Moreover, it can be used to clear an icon's absolute position in a drawer or on Workbench. So it is also a helpful tool if you are not yet using AmigaDOS 2.0. Version 1.0, binary only. Author: Stefan Winterstein

Notify

A suite of Rexx programs that can be used to issue messages or run commands automatically on certain days and/or at certain times of day. Facilities are provided for the adding, editing and deleting of messages, and for displaying the times and texts of pending messages. A chime program is included to enable the time to be announced at regular intervals. Version 1.01. Author: Michael Tanzer

FISH DISH #604

ArpRequest

A demonstration of how to use the ARP filerequester from AmigaBasic. Author: Andreas Ackermann

DynaCADD

Part 2 of a four part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. DynaCADD requires at minimum an Amiga with 1Mb of RAM and a hard drive, or two floppy drives. A deinterlacer of some kind is highly recommended. This disk contains all the files necessary to recreate the DynaCADD demo disk number 2. The files for demo disk number 1 can be found on library disk number 603 and

the files for demo disks 3 and 4 can be found on library disk number 605. This is version 2.04, an update to version 1.84 on disks 434 and 435, and now includes both 68000 and 68020/030 versions. Binary only. Author: Ditek International

MIDIstuff

A package of 8 tools that use midi.library so that they can use MIDI at the same time and can easily be combined in a modular way. Release 2 prerelease version, binary only. Author: Bill Barton and Carl Loesch

RingWar

A classic arcade game of reflexes. The graphics are based on the vector style of the old arcade games such as Asteroids and Tempest. The goal of the game is to penetrate through the three rotating rings and hit the five pointed star in the ringship at the center of the rings, while avoiding randomly appearing mines, and the ringship firing back at you. Binary only. Author: Eric Bazan

DynaCADD

Parts 3 & 4 of a four part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. DynaCADD requires at minimum an Amiga with 1Mb of RAM and a hard drive, or two floppy drives. A deinterlacer of some kind is highly recommended. This disk contains all the files necessary to recreate the DynaCADD demo disk numbers 3 & 4. The files for demo disk number 1 can be found on library disk number 604 and the files for demo disk 2 can be found on library disk number 604. This is version 2.04, an update to version 1.84 on disks 434 and 435, and now includes both 68000 and 68020/030 versions. Binary only. Author: Ditek International

HDClick

A program selector / Harddisk-menu. Programs can be started easily by clicking on gadgets which can be defined by the user. This is version 2.0, an update to version 1.21 on disk 439. This version includes sub-menus, functions to edit the gadgets, preferences to change colors, a "Small"-window, Hotkey-iconify and more. Includes PAL and NTSC versions. Comes with Config Tool 1.62 by Manfred Gillert, a tool to edit HDClick-config files easily, and with other useful functions. Binary only, shareware. Author: Claude Mueller

FISH DISH #607

AnimFader

A small utility to fade screens in and out. Useful for softly fading things like animations recorded on video tape. This is version 1.0, binary only. Author: Andreas Ackermann

DosControl

A new directory tool that combines the functionality of many separate tools, allowing you to control the operation of your Amiga with a single program. Version 3.1, binary only. Author: Uwe Brosch

FishCat

A program designed to allow searching the entire library. Features very fast searches and the ability to easily add new disks to the database. Supports many 2.0 features such as AppWindow and public screens. Iconifies. This is version 1.1. Binary only. Author: Matt Brown

FISH DISH #608

CloneCmdKeys

A commodity that maps the AmigaDOS 2.04 Shell's CUT and PASTE commands to any keys. By default, CloneCommandKeys will make LEFT-amiga-c act as COPY, and LEFT-amiga-v will act as PASTE. Alternatively, you can specify any key-mapping you like, using ToolTypes. Requires AmigaDOS 2.04. Version 1.0, includes source. Author: John Lindwall

FastLife

A fast life program featuring an intuition interface, 4 screen sizes, 35 generations/second on Amiga 3000/25, 19 generations/second on Amiga 2000/500/1000, and 153 patterns in text file format. Runs with Kickstart 1.3 and 2.0. This is version 1.1, an update to version 1.0 on disk 469. Changes include better Intuition interface, easy selection of calculation mode, speed control, task priority control, and tooltypes support. Binary only. Author: Ron Charlton

Vertex

A 3D object editor that differs from other 3D editors in many ways. You can choose any view, including perspective, to select points and examine objects. The view can be rotated, positioned and scaled at will by either typed in values or using the mouse, which makes the editor fast and responsive. This is version 1.28b, shareware, binary only. Author: Alexander D. Deburie

FISH DISH #609

AutoPort

A software switch that makes it possible to use a trackball or mouse plugged into the first mouseport,

together with another trackball or mouse in the second port, as if they were two input devices plugged into the same first port. Version 1.1, includes source.

Author: Bernd (Koessi) Koesling

bBaseII

A simple database program using an intuition interface. Stores, sorts and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, and best of all, it's really easy to use. This is version 5.3, an update to version 5 on disk 563. Changes include improved print-outs, and now supports mailing labels. Binary only. Author: Robert Bromley

BootPic

BootPic allows you to install nearly any IFF picture that you like in place of the Workbench hand that appears after a reset. Version 1.2, an update to version 1.1 on disk 532. Binary only. Author: Andreas Ackermann

CryptoKing

A game for those who like to solve Cryptograms, (those coded sentences that have to be decoded to be read). Operate with keyboard or mouse. Version 1.0, binary only, shareware. Author: Robert Bromley

STScan

A utility program for using a Siemens ST 400 SCSI flatbed scanner with the Amiga. Can be adapted to other scanners and serves as an example of scsi-direct access to scsi devices. Version 2.0, an update to version 1.0 on disk 560. New features include image processing and vectorization functions that can be used without any scanner. Includes source in C. Author: Frank-Christian Kruegel

FISH DISH #610

ATCopy

A program to copy files from the Amiga side of a system equipped with a PC/AT bridgeboard, to the PC side, using wildcards. Copies directly through the shared memory. Supports CLI and Workbench usage. This is an update to version 2.2 on disk 458. Now includes an AREXX port. Shareware, binary only. Author: Peter Vorwerk

Graffiti

Demo version of an art program, with a feature set somewhat less than DPaint but more than many other such programs. Has a few special functions included like autoscrolling, converting screens to other resolutions, changing RGB values of the whole screen, fast autoscrolling magnifier and many others. This is version 1.5, an update to version 1.01 on disk 531. Shareware demo, binary only. Author: Marcus Schiesser

PCExecute

A little program that allows you to execute programs on a bridge-board without opening a PC window. Includes source. Author: Peter Vorwerkmann

This month's fish were drawn by
Matthew McDonagh

Melway Map 28 Reference - J7

Essendon Community Centre

NWAUG

Mt. Alexander Road

Pascoe Vale Road

PARKING

Kentucky Fried Chicken

Puckle Street

N

North West AUG meets on the first floor of the Essendon Community Centre every second Monday from 7.30 pm.

Melway Map 86 Reference - H1

Cheltenham Train Station

Cheltenham Hall

Charwen Rd

Park Rd

Police

Court

Post Office

SE AUG

Napean Hwy

Centre Drive Rd

To Frankston

To Melbourne

SEAUG

South East AUG meets at the Cheltenham Hall on the 2nd & 4th Tuesday each month from 7.00 pm.

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